JOB SHEET 2-4-2
USE OF THE APPLICATIONS TERMINAL
(Menu Maneuvering/Function Keys 1&2)

INTRODUCTION

A PUP operator frequently wants to alter the information being received from the RPG, check on PUP operations, and perform numerous activities that require maneuvering through the PUP Menus. This is made easier by using two "Function Keys".

OBJECTIVE

Use Functions Keys 1 and 2 to maneuver through the PUP Menus.

REFERENCES

NWS EHB 6-531-1, USER'S GUIDE: PUP/RPGOP, Section 2.5

PROCEDURE

1.   a.   From the Main Menu, type **S** on the "Command Line" and press **RETURN**.

      b.   The Status Menu displays, along with the list of options found in this menu.

2.   To return to the Main Menu, press Function Key **F1**.

   -    You may select F1 from anywhere in the menu hierarchy and return to the Main Menu. For some edit screens, selecting F1 (or F2) is required in order to effect certain changes (more on these screens in later labs).

3.   Call up several menus and sub-menus and practice using this key to return to the Main Menu.

1a

```
                              MAIN MENU

    COMMAND:  S
    FEEDBACK:

    Enter command and press return.  For assistance, press the HELP button (F5).

    (C)ONTROL
    (S)TATUS
    (D)ISPLAY
    (R)OUTINE PRODUCT SET
    (G)EN AND DISTRIBUTE PRODUCTS
    (T)IME LAPSE
    (A)RCHIVE
    (U)SER FUNCTION
    (AD)APTATION DATA
    (M)ONITOR PERFORMANCE
    (H)ELP


    UNACKNOWLEDGED ALERTS                        ALPHA PRODUCT QUEUE INDICATOR
    ACKNOWLEDGED ALERTS                          RPG PRODUCT REQUEST STATUS
```

1b

```
                              STATUS MENU

    COMMAND:  S,
    FEEDBACK:

    Enter command.
    (N)EXRAD UNIT
    (C)OMMUNICATIONS
    (T)YPES OF PRODUCTS AVAILABLE IN PUP DATABASE
    (P)RODUCTS IN PUP DATABASE,   <prod-id#>
                              ,   (D)ISPLAY, <LINE #>,    <scr-quad> *
                              ,   (DEL)ETE,  <LINE #>  *
    (E)ARLIEST TIME IN THE DATABASE
    (R)PG PRODUCTS AVAILABLE,    (D)ISPLAY LAST
                              ,   (R)EQUEST NEW
    (S)YSTEM
    (A)RCHIVE
    (B)ACKGROUND MAP FILES
    (AL)ERTS
    (CA)NCEL ALERT, <LINE #>  *
                  ,  (A)LL  *

    * Footnote:  List must be on display before entering command.
```

2

17 F 1	18 F 2	19 F 3	20 F 4	21 F 5	22 F 6	23 F 7	24 F 8	25 F 9	26 F 10	27 F 11	28 F 12	29 F 13	30 F 14	31 F 15	32 F 16

ESC	! 1	@ 2	# 3	$ 4	% 5	^ 6	& 7	* 8	(9	) 0	_ -	+ *	BACK SPACE	~ `	LOCAL CLEAR	PORT
TAB	Q	W	E	R	T	Y	U	I	O	P	{ [	}]	RETURN	SEND	HOME	SETUP RESET
CTRL	LOCK	A	S	D	F	G	H	J	K	L	: ;	" '	| \	↑		

NOW WE WILL USE THE **F2** KEY:

4.   a.   From the <u>Main Menu</u>, type **T** and press **RETURN**.

       b.   This displays the <u>Time Lapse Menu</u>.

         -     The "T" stays on the command line followed by a comma. The cursor is positioned after the comma. Any additional commands start here.

         -     The "*****" after a command tells you that if you press **RETURN** the <u>Time Lapse Define Edit Screen</u> appears. See the footnote at the bottom of the menu.

5.   Type **DE** and press **RETURN**.

   -     The <u>Time Lapse Define Edit Screen</u> appears. (Actual editing of this screen will be covered in a later lab).

MAIN MENU

COMMAND: **T,**
FEEDBACK:

Enter command and press **return**. For assistance, press the HELP button (F5).

4a

(C)ONTROL
(S)TATUS
(D)ISPLAY
(R)OUTINE PRODUCT SET
(G)EN AND DISTRIBUTE PRODUCTS
(T)IME LAPSE
(A)RCHIVE
(U)SER FUNCTION
(AD)APTATION DATA
(M)ONITOR PERFORMANCE
(H)ELP

TIME LAPSE MENU

COMMAND: T,
FEEDBACK:

Enter Command.

4b

(DI)SPLAY,   <TL#>, <screen>, <rate>
(DE)FINE *,   <TL#>*, <prod-name>*
(DD)DEFINE AND DISPLAY, <screen>, <rate>*, <TL#>*, <prod-name>*
(H)ALT
(R)ESUME

 * Footnote: Time Lapse (TL) Define edit screen displayed if command line ends here. May be used for
                    examination as well as editing.

TIME LAPSE DEFINE EDIT SCREEN

COMMAND: T,**DE**
FEEDBACK:

5

Enter <TL#>, <prod-name>

T L	PROD NAME	DTA LVL	RES	SLICE	PARAM1	PARAM2	RPG	START TIME	START DATE	MAX FRM	CONT UPDATE
					(edit line)						
1	R	16	.54	0.5			KOUN	14:45	01/14/95	12	Y
2	R	16	2.2	0.5			KOUN	09:00	01/04/95	72	N
3	V	16	.27	1.1			KOUN	14:45	01/14/95	12	Y

6.   a)   At this point, you have two ways of returning to the Main Menu:

Press **F1** (Return to Main Menu), or
Press **F2** (Return to Previous Menu) <u>2 times</u>.

b)   Press Return to Previous Menu **F2**.

-    This key moves you backward through the menu hierarchy <u>**one menu at a time**</u>. In this case, the "previous menu" is the Time Lapse Menu.
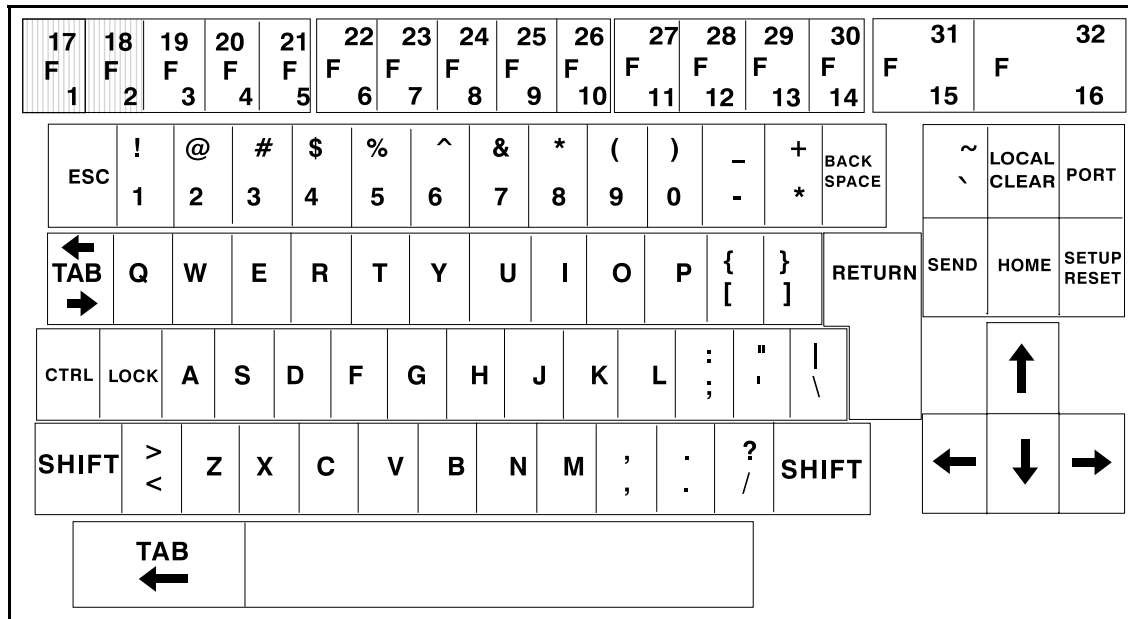
c)   Press Return to Previous Menu **F2** again.

-    You are now back at the Main Menu.

-    The Function Key you choose depends entirely on where you want to go next. The **F2** key returns to the sub-menu you just left or **F1** will return you to the Main Menu.

7.   Practice using this key to move backward through the menu hierarchy, one menu at a time.

END

6a

| 17 F 1 | 18 F 2 | 19 F 3 | 20 F 4 | 21 F 5 | 22 F 6 | 23 F 7 | 24 F 8 | 25 F 9 | 26 F 10 | 27 F 11 | 28 F 12 | 29 F 13 | 30 F 14 | 31 F 15 | 32 F 16 |

ESC | ! 1 | @ 2 | # 3 | $ 4 | % 5 | ^ 6 | & 7 | * 8 | (9 |) 0 | _ - | + * | BACK SPACE | ~ ` | LOCAL CLEAR | PORT

TAB | Q | W | E | R | T | Y | U | I | O | P | { [| }] | RETURN | SEND | HOME | SETUP RESET

CTRL | LOCK | A | S | D | F | G | H | J | K | L | : ; | " ' | \ |

SHIFT | > < | Z | X | C | V | B | N | M | , ; | . : | ? / | SHIFT

TAB

6b,c

| 17 F 1 | 18 F 2 | 19 F 3 | 20 F 4 | 21 F 5 | 22 F 6 | 23 F 7 | 24 F 8 | 25 F 9 | 26 F 10 | 27 F 11 | 28 F 12 | 29 F 13 | 30 F 14 | 31 F 15 | 32 F 16 |

ESC | ! 1 | @ 2 | # 3 | $ 4 | % 5 | ^ 6 | & 7 | * 8 | (9 |) 0 | _ - | + * | BACK SPACE | ~ ` | LOCAL CLEAR | PORT

TAB | Q | W | E | R | T | Y | U | I | O | P | { [| }] | RETURN | SEND | HOME | SETUP RESET

CTRL | LOCK | A | S | D | F | G | H | J | K | L | : ; | " ' | \ |

SHIFT | > < | Z | X | C | V | B | N | M | , ; | . : | ? / | SHIFT

TAB